



## Western Australian Certificate of Education Examination, 2015

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# PHYSICAL EDUCATION STUDIES

## Practical (performance) examination Squash

### Time allowed

Warm-up: 30 minutes  
Skills and Drills: 75 minutes

### Materials required

*To be provided at the venue*

Non-personal equipment required for Squash

*To be provided by the candidate*

Protective eye goggles, squash racquet, non-marking athletic shoes

## Structure of the examination

The WACE Physical Education Studies examination consists of a written component worth 70 per cent of the total examination score and a practical (performance) component worth 30 per cent of the total examination score.

## Structure of this practical (performance) examination

Sections and criteria	Marks available	Percentage of total exam
Individual skills		
• Skill 1	6	15
• Skill 2	6	
• Skill 3	6	
• Skill 4	6	
• Skill 5	6	
Conditioned performance	20	15
	<b>Total</b>	<b>30</b>

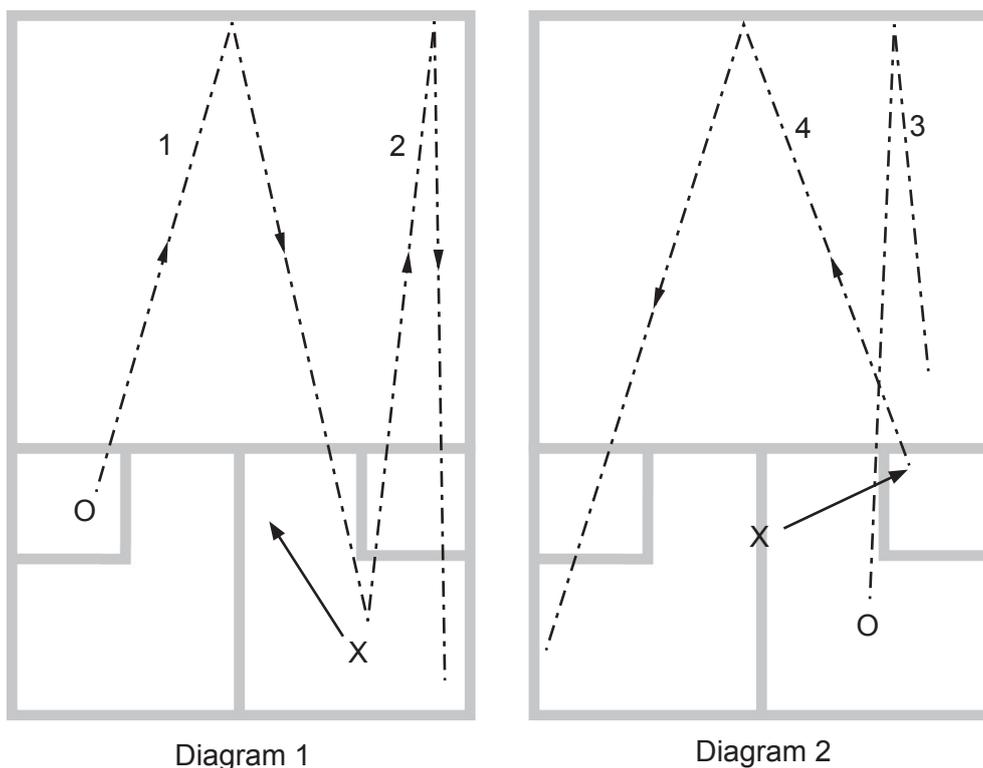
## Instructions to candidates

1. You are required to wear clothing and personal playing and safety equipment that is approved for competition by the sport's governing body.
2. Clothing must not identify you, your school, club or achievements, and it is requested that you wear black, navy or white shirts for the examination.
3. You are required to report to a supervisor to register for the practical examination 40 minutes before your scheduled examination time.
4. Once your attendance has been recorded you will be given a coloured, numbered bib to wear for the examination and directed to a supervised warm up area.
5. Just prior to the scheduled examination time you will be escorted from the warm up area to the examination area.

**SECTION ONE – Skills Performance****1. Skills set**

Skill 1	Skill 2	Skill 3	Skill 4	Skill 5
Forehand straight drive	Forehand cross-court drive	Backhand straight drive	Forehand drop shot	Backhand boast

Drill #1: Forehand straight drive, Forehand cross-court drive

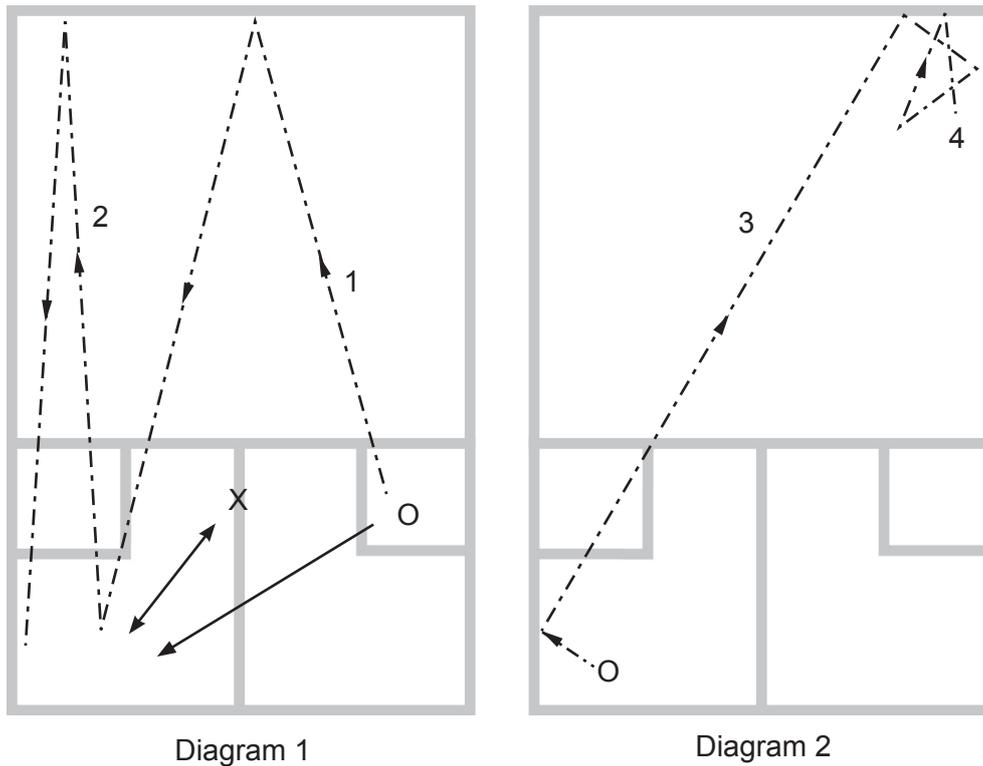


**Key:**

X	= player
O	= feeder
→	= player movement
→	= feeder movement
- - - →	= ball movement
■	= target area

**Drill description:**

1. Feeder (O) serves to player (X) from the left service box.
2. Player (X) moves to receive the serve and plays a forehand straight drive and then returns to the 'T'.
3. Feeder (O) plays a forehand straight drive that bounces mid court and on the forehand hand side.
4. Player (X) moves from the 'T' and completes the rally by playing a forehand cross-court drive.
5. Feeder (O) serves from the right service box for left handed players.

**Drill #2:** Backhand straight drive, Forehand drop shot

**Key:**

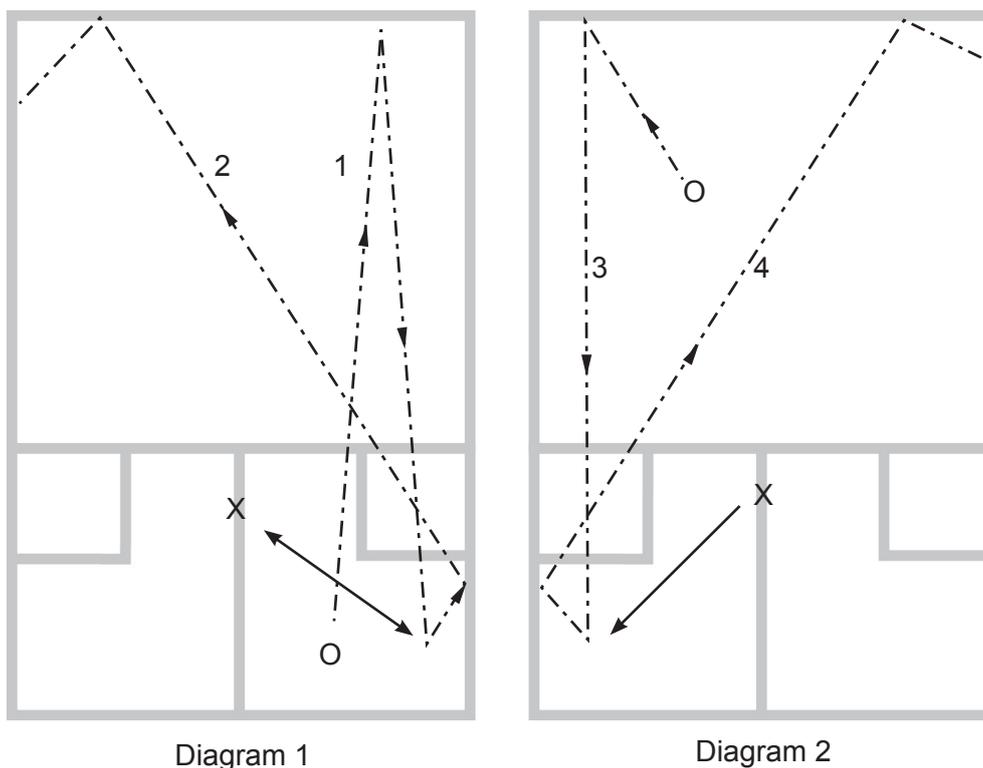
X	= player
O	= feeder
→	= player movement
→	= feeder movement
- - - →	= ball movement
■	= target area

**Drill description:**

1. Player (X) starts at the 'T'.
2. Feeder (O) starts in the midcourt on the forehand side. Feeder (O) starts the rally by playing a forehand cross-court drive to the left back corner.
3. Player (X) moves from the 'T' and plays a backhand straight drive and then returns to the 'T'.
4. Feeder (O) and player (X) continue to play backhand straight drives with the player demonstrating three (3) backhand straight drives.
5. Feeder (O) plays a backhand boast to the front right corner.
6. Player (X) completes the rally by playing a forehand drop shot.
7. Feeder (O) plays the ball to the right back corner for left handed players to start the rally.

**See next page**

Drill #3: Backhand boast



- Key:**
- X = player
  - O = feeder
  - = player movement
  - = feeder movement
  - - - → = ball movement
  - = target area

**Drill description:**

1. Player (X) starts at the 'T'.
2. Feeder (O) starts in the backcourt on the forehand side. Feeder (O) starts the rally by playing a forehand straight drive.
3. Player (X) moves from the 'T' and plays a forehand boast to the left front corner and then returns to the 'T'.
4. Feeder (O) plays a backhand straight drive.
5. Player (X) moves from the 'T' and plays a backhand boast to the right front corner to complete the rally. The sequence of shots is maintained for continuous play.

## SECTION TWO – Conditioned Performance

(20 marks)

SCENARIO PLANNING	
DEFINE PLAYING AREA OR BOUNDARIES	Full court
SPECIFY NUMBER OF PLAYERS	1
SPECIFY TACTICAL PROBLEM(S) TO BE SOLVED	Player plays against a feeder for five minutes Feeder gives the player an opportunity to play a wide range of shots by not hitting winners
SPECIFY ROLES OR GOALS OF PLAYER(S)	Player plays a game for five minutes attempting to score points against opponent
SPECIFY OPTIONS, RULES &/OR RESTRICTIONS	Normal game rules apply

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